Advanced Dungeons & Dragons

Physical Appearance

Race: _____ Gender: _____
Height: _____ Build: _____
Skin Color: _____
Hair Color: _____
Eye Color: _____
Apparent Age: _____
Identifying Features: _____
_____
_____

Attractiveness: _____
_____
Overall Appearance & Charisma: _____
_____
_____
_____

Dress & Equipment

Clothing: _____
_____
Cloak/Robe: _____
Hat/Helmet: _____
Necklace: _____
Belt: _____
Right Hand: _____
Left Hand: _____
Armor: _____
Weapons: _____
_____
Shield: _____
Footwear: _____
Miscellaneous Items: _____
_____
_____

Character Description: _____
_____
_____
_____
_____
_____
_____

Advanced Dungeons & Dragons

Character Name: _____   **Player Name:** _____

Race: _____ **Gender:** _____   **Age:** _____ **Height:** _____ **Weight:** _____

Alignment: _____ **Deities:** _____   **Rank/Social Class:** _____

Class: _____ **Title:** _____ **Level:** _____   **Exp.:** _____ **Next:** _____ ___

Class: _____ **Title:** _____ **Level:** _____   **Exp.:** _____ **Next:** _____ ___

Class: _____ **Title:** _____ **Level:** _____   **Exp.:** _____ **Next:** _____ ___

AC: (_____) **Armor:** _____   **Shieldless:** (_____), **Rear:** (_____), **Vs. Missiles:** (_____)

Hit Points – Max.: _____ **Current:** _____   **Base Move:** (_____), ¾: (_____), ½: (_____), ¼: (_____)

Hit Die Type: **D12   D10   D8   D6   D4**   **Current Encumbrance Level:** **Light   Medium   Heavy   Encumbered**

(see Class Abilities) ☐   ☐   ☐   ☐   ☐   _____   ☐   ☐ ¾   ☐ ½   ☐ ¼

STRENGTH: _____

Hit Probability: . . . . _____   Open Doors: . . . . _____/_____
Damage Adjustment: . . . . _____   Bend Bars/Lift Gates: . . . . _____%
Weight Allowance: _____/_____/_____/_____
High Jump:_____   Standing Broad Jump:_____   Running Broad Jump:_____

INTELLIGENCE: _____

Number of Languages: . . . . _____   Minimum # of Spells/Level: . . . _____
Chance to Know Spell: . . . . _____% Maximum # of Spells/Level: . . . _____
Maximum Spell Level: . . . . _____   Illusion Immunity: _____

WISDOM: _____

Magical Defense Adjustment: . . _____   Bonus Spells: _____
Chance of Spell Failure: . . . . _____% Spell Immunity: _____
_____

DEXTERITY: _____

Reaction/Attacking Adjustment: _____   Defensive Adjustment: . . . . ._____
Thief Adjustments: PP:_____ OL:_____ FRT:_____ MS:_____ HS:_____
                TRW:_____ PV:_____ TA:_____ TE:_____ TF:_____

CONSTITUTION: _____

Hit Point Adjustment: . . . . _____   Poison Save: . . . . _____
System Shock Survival: . . . . _____% Regeneration: _____
Resurrection Survival: . . . . _____% Number of Raisings Left: . . . . . . _____

CHARISMA: _____

Maximum # of Henchmen: . . . . _____   Reaction Adjustment: . . . . _____%
Loyalty Base: . . . . _____% Comeliness Adjustment: . . . . . . ._____

Fascinate/Horror: _____

COMELINESS: _____   _____

RACIAL ABILITIES

Constitution Saving Throw Bonus: | Poison | RSW | SP |: . _____   Detect Grade or Slope in Passage: . . . . _____
Detect New Construction or Passage/Tunnel: . . . . _____   Detect Sliding or Shifting Walls or Rooms: . . . . _____
Detect Traps Involving Pits, Falling Blocks and Stonework: . . . . . ._____   Determine Approximate Depth Underground: . . . . ._____
Surprise on a 4 in 6 if Alone and Not in Metal Armor: . . . . _____   Detect Concealed/Secret Doors: . . . . _____
Infravision: _____| _____

_____

| Pick Pockets | Open Locks | Find/Rmv. Traps | Move Silent | Hide in Shadows | Hear Noise | Climb Walls | Read Languages |
_____

Surprises on a: _____   Surprised on a: _____

CLASS ABILITIES

HP Gained/Level: |____|____|____|____|____|____|____|____|____|____|

_____
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_____

| Pick Pockets | Open Locks | Find/Rmv. Traps | Move Silent | Hide in Shadows | Hear Noise | Climb Walls | Read Languages |
_____

Notes: _____
_____

Advanced Dungeons & Dragons

WEAPON PROFICIENCIES & STATISTICS

Weapon	Slots	"To Hit" Adjst.	Weapon Vs. AC Type "To Hit" Adjustments											Space Req.	Speed Factor	# Att. / Round	Damage		Range		
			0	1	2	3	4	5	6	7	8	9	10				S-M	L	S	M	L
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			
_____	___	___												___	___	___	___/___	___/___/___			

SAVING THROW MODIFIERS

PPDM — Poison, Paralysis, & Death Magic: _____/_____
PP — Petrification & Polymorph: _____/_____
RSW — Rods, Staves, & Wands: _____/_____
BW — Breath Weapon: _____/_____
SP — Spells: _____/_____

RESISTANCES

Magic: _____
Fire: _____
Cold: _____
Electricity: _____
Acid: _____
Sleep: _____
Charm: _____
Special: _____
_____: _____
_____: _____
_____: _____

SPECIAL ABILITIES AND DEFENSES

Psionic Attack Strength Max/Current: _____/_____
Psionic Defense Strength Max/Current: _____/_____
Attack/Defense Modes: _____/_____
Psionic Disciplines: _____
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LANGUAGES

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Secondary Skill: _____
_____

Notes: _____
_____

Advanced Dungeons & Dragons

ITEMS & EQUIPMENT

WORN

Item	Weight
Head: _____	_____
Neck: _____	_____
Shirt: _____	_____
Armor: _____	_____
Cloak/Robe: _____	_____
Back: _____	_____
Shield: _____	_____
Bracers: _____	_____
Right Hand: _____	_____
Left Hand: _____	_____
Ring/Right: _____	_____
Ring/Left: _____	_____
Waist: _____	_____
Pants: _____	_____
Footwear: _____	_____
Jewelry: _____	_____
Other: _____	_____
_____	_____

BELT/GIRDLE

_____

_____	_____
_____	_____
_____	_____
_____	_____
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BACKPACK

_____

_____	_____
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_____	_____
_____	_____

MONEY/TREASURE

Type	Amount	Where Kept	Amount	Where Kept
PP:	_____	_____	_____	_____
GP:	_____	_____	_____	_____
EP:	_____	_____	_____	_____
SP:	_____	_____	_____	_____
CP:	_____	_____	_____	_____
GEMS*:	_____	_____	_____	_____

*Type	Number	Value
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

WEAPONS

Item	Weight	Where Kept
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____

HEALING ITEMS

Item/Amount Healed	Weight	Where Kept
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

MISCELLANEOUS

Item	Weight	Where Kept
_____	_____	_____
_____	_____	_____
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_____	_____	_____

TOTAL GOLD: _____

TOTAL WEIGHT: _____

Notes: _____

Book of Magic Spells

Level _____

Advanced Dungeons & Dragons

Number of Pages in This Spell Book: _____

Minimum Number of Spells/Level: _____

Maximum Number of Spells/Level: _____

Maximum Number of Spells/Day/Level: 1st: _____

2nd: _____, 3rd: _____, 4th: _____, 5th: _____

6th: _____, 7th: _____, 8th: _____, 9th: _____

	Spells Contained within This Spell Book			Material Components Needed For These Spells	
Lv.	**Spell Name**	**# Mem.**		**Component**	**Amount**
____	_____	_____		_____	_____
____	_____	_____		_____	_____
____	_____	_____		_____	_____
____	_____	_____		_____	_____
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____	_____	_____		_____	_____
____	_____	_____		_____	_____
____	_____	_____		_____	_____
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____	_____	_____		_____	_____
____	_____	_____		_____	_____
____	_____	_____		_____	_____
____	_____	_____		_____	_____

Notes: _____

_____

Spell Name: _____

Casting Time: _____

Range: _____

Area of Effect: _____

Duration: _____

School: _____

Level: _____

# of Pages Used: _____

Dmg/Healing: _____

Saving Throw: _____

Verbal Components: _____

_____

Somatic Components: _____

_____

Material Components: _____

_____

Effect: _____

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Page Notes: _____

_____

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Page Numbers: _____

Spell Name: _____   School: _____
Casting Time: _____   Level: _____
Range: _____   # of Pages Used: _____
Area of Effect: _____   Dmg/Healing: _____
Duration: _____   Saving Throw: _____

Verbal Components: _____
_____
Somatic Components: _____
_____
Material Components: _____
_____

Effect: _____

Page Notes: _____

Problems With This Character Sheet

The heading "Advanced Dungeons & Dragons" at the top of each page is meant to be in Lucida Blackletter. Download this font if you do not have it already.

Under the *Hit Die Type* and *Current Encumbrance Level* sections you may see "Y"s or some other weird symbol. These are supposed to be boxes for placing checkmarks, but some computers do not possess the box symbol I used. In these cases just delete them and add a box like symbol of appropriate size (big enough to see and mark in but not so big it pushes lines from the *Class Abilities* section onto the next page) or you can use capital "O"s to mark with dots.

Any other problems or questions, contact me at the e-mail address at the bottom of this document.

How To Use This Character Sheet

This character sheet consists of four main pages for all characters plus four additional pages for characters who can cast magic-user or illusionist spells. Since clerics and druids have access to all spells of the appropriate spell levels and do not carry spell books, specific pages for these types of spells are not included with the assumption that the player can simply use the Players Handbook for reference. However if one desires, the spell sheets for magic-user spells can be used for cleric or druid spells.

One will notice that the left and right margins of these pages are not even. This is because these sheets were designed to be printed front-and-back and bound together at the inner margins such as in a three ring binder. This character sheet works best if the pages are printed front and back.

The first page is designed to display all of the characteristics of the character that another PC or NPC would be able to determine upon first meeting the character. A box is provided for a character portrait, and the sections below the portrait box provide all of the visual characteristics of the character for others to see. This page can be shown to the other players in the game when the characters first meet so that the players can easily visualize each others' characters.

The second and third pages detail most of the character's abilities and statistics that are used during actual game play. If the character sheet pages are printed front and back and bound together at the inner margins, then when the pages are opened and laid flat on the playing surface most of the character information necessary to play is displayed neatly and clearly on these two pages. Most of the fields are self explanatory, but some may need additional information.

Rank/Social Class: This field is for use with the social class and rank rules listed on page 82 of the Unearthed Arcana, or for any other similar system which the DM may see fit to use. This field may be left blank if the campaign does not require the PCs to list a specific social class or rank.

The small space which comes after the experience point fields is provided for the player to make a mark indicating whether or not the character is eligible for an experience point bonus for that class due to high prime requisite ability scores.

Current Encumbrance Level: The encumbrance categories listed differ slightly from those listed in the AD&D Player's Handbook. What is labeled as "Light" on the character sheet corresponds to normal gear in the Players Handbook, "Medium" on the character sheet is the same as heavy gear in the Players Handbook, and "Heavy" equals very heavy gear in the Players Handbook.

The blank line between the hit die and encumbrance level fields can be used for any miscellaneous notes for either of these two fields.

STRENGTH – Weight Allowance: This field is divided into four sections which correspond to the four encumbrance classifications shown in the encumbrance field above. One simply fills in the maximum weight which can be carried by the character for each encumbrance category which is used in the game.

DEXTERITY – Thief Adjustments: PP = pick pockets, OL = open locks, FRT = find/remove traps, MS = move silent, HS = hide in shadows, TRW = tightrope walking, PV = pole vaulting, TA = tumbling attack, TE = tumbling evade, and TF = tumbling fall.

CONSTITUTION – Number of Raisings Left: This space if to list the maximum number of times the character can be *raised* or *resurrected* before death becomes final. This amount is equal to the character's starting constitution score at character creation, and is reduced each time the character is *raised* or *resurrected* until the number reaches 0. While this does not appear in the constitution adjustments table in the Players Handbook, it is a numeric value based on constitution and thus included here for easy reference.

COMELINESS – Fascinate/Horror: Disregard this field if the rules for character comeliness presented in the Unearthed Arcana are not being used, otherwise use the appropriate information from pages 6 and 7 of that book.

Constitution Saving Throw Bonus: If the character does not receive a bonus for all three of the categories listed (such as gnomes), one can simply circle the ones which do apply or mark out the ones that do not.

Detect Concealed/Secret Doors: The Player records the character's chance of detecting concealed doors when passing by, the chance of detecting a concealed door when searching, and the chance to detect a secret door when searching.

Place the distance in feet that the character's infravision is effective next to the *infravision* listing in the *Racial Abilities* section.

The listing of thieving skills at the bottom of the *Racial Abilities* section is for the racial adjustments only, regardless of the character's actual level of skill or lack thereof as determined by class and level.

If the character in question does not receive a certain racial ability, then simply leave the appropriate field blank, mark through it, or place N/A next to it.

HP Gained/Level: Place the number rolled on the hit die for each level in the marked off sections, beginning with the hit die rolled for 1st level in the first box, the die rolled for the 2nd level in the second box, etc. Multi-classed characters should place the number rolled on each die in the appropriate section.

The thieving abilities section at the bottom of the *Class Abilities* section should be filled in with the total percentage chance after modified for dexterity, race, class, and level. Armor or situational adjustments should not be figured into these numbers.

If this character sheet is to be used for a thief-acrobat character, then you can copy and paste the following line to the *Racial Abilities* and *Class Abilities* sections. Just paste over one of the blank lines but make sure there is at least one blank line below this one.

_____ | Tightrope Walking | Pole Vaulting | High Jump | Standing Jump | Running Jump | Tumbling Attack | Tumbling Evasion | Tumbling Falling |

If one chooses to use my two new optional thief abilities, then copy the following line and past it over the thief abilities line at the bottom of the *Racial Abilities* and *Class Abilities* sections. Also add the line "EB:_____" in front of TRW:_____ in the *Dexterity – Thief Adjustments* section. This stands for Escape Bonds.

| Pick Pockets | Open Locks | Find/Rmv. Traps | Move Silent | Hide in Shadows | Hear Noise | Detect Doors | Escape Bonds | Climb Walls | Read Languages |

Weapon Proficiencies and Statistics – Slots: Indicates the number of weapon proficiencies dedicated to the listed weapon if the character can use more than one proficiency on a single weapon, such as with weapon specialization from the Unearthed Arcana.

Weapon Proficiencies and Statistics – "To Hit" Adjustment: This can either be the total of all "to hit" adjustments for strength, dexterity, race, magical pluses, weapon specialization, etc. with that weapon; or it can list the character's adjusted calculated THAC0 with that weapon if the DM wishes to provide this information to the player.

Saving Throw Modifiers: This can show either the total modifiers to the saving throw for wisdom, dexterity, constitution, race, magical pluses, etc.; or it can list the actual saving throw numbers if the DM wishes to provide this information to the player.

Special Abilities and Defenses: Information on the character's psionic ability can be listed here, or it can be used to list any other special abilities the character may obtain that do not pertain to the character's race or class.

The fourth page of the character sheet is a detailed record of the character's equipment. This page should provide enough space to record everything the character could possibly carry at once, other possessions which are immobile or left behind should be recorded on a separate piece of paper if there is not enough room on this sheet. The weight of a backpack or belt/girdle under the *Worn* section should be the total weight of the object itself plus any other items contained within or on the backpack or belt/girdle. The space out to the side of the *Belt/Girdle* and *Backpack* sections should list the weight for the individual item only. Everything else should be self explanatory.

The fifth through eighth pages are primarily only for those characters who can cast magic-user or illusionist spells, but may also be used to record spell information for cleric or druid spells. The player may wish to have a separate set of these sheets for each spell level which the character can use, either for organization or to represent the various spell books of the character. Also, the player may find it easier to record the individual spell information on a piece of notebook paper or type the spell information in a similar format as that shown on the spell sheets instead of printing out a separate sheet for each spell known by the character.

Number of Pages in This Spell Book: This field need only be used if the DM requires it, and the exact number of pages found within any given spell book will be determined by the DM.

Page Numbers: This listing at the top of each spell sheet is only used if the DM requires it, and shows exactly which pages this spell occupies in the character's spell book. This information can be useful for magical protections laid upon specific pages within a book or to determine which spells are affected if only a portion of a spell book is destroyed, erased, etc.

# of Pages Used: Again this only needs to be used if the DM requires it.

Verbal, Somatic, and Material Components: These fields should list the exact components of the appropriate type for the spell as listed in the spell description in the Player's Handbook. If the spell does not list the exact verbal or somatic component for a spell then these fields can be left blank, or the DM or player may fill them in with their own description.

Things Which Do Not Appear On This Character Sheet

There are certain abilities, statistics, or other character information which may have a special dedicated space on other similar character sheets but do not have fields on this character sheet. These include surprised AC, perception, and a turn undead chart. The reasons that these are not included are because either they are not official AD&D statistics, or they are listed in the Dungeon Master's Guide instead of the Player's Handbook. These things can be recorded in the blank spaces provided if the DM wishes it, however. Also, this character sheet does not provide space to record a character's family information, religion, background, list of henchmen or hirelings, etc. This is because the type of information and the space required for each of these categories varies greatly from one character to the next, and it is best if recorded by the player either by hand on notebook paper or typed in a format suitable to both the player and DM.

Disclaimer

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